

AN OPEN LETTER TO THE HOBBY

The IDA General Meeting at Origins II unanimously agreed that the restructuring of the IDA is vital to its continued existence as a hobby service organization. The IDA depends too heavily on the president and editor. Nonetheless the IDA has expanded its non-working legislative and judicial bodies until there are 13 members on the Council and 13 on the Judicial Committee.

This has led to an unwieldy bureaucracy which does not meet the requirements of the hobby and places an impossible workload on two officers. The turnover of members is higher than 60%. Only 10% of all bills presently before the Council have anything to do with useful business.

Even if the IDA could survive as two debating factions, we cannot expect a few people to work while the rest talk. If present conditions continue, the IDA will collapse.

The solution accepted by the general meeting takes the form of a new charter. This charter streamlines the Council, reduces debate, and spreads the productive work among more people. This new Council will function more effectively so that the IDA can return to its original purpose: To serve and benefit the hobby.

We believe that this is not just a solution, but the only solution. The IDA cannot continue in its present form. A revised and healthy IDA is needed to work for the hobby.

We, the undersigned, urge all IDA members, and all members of the hobby, to support the general meeting's proposal for a new IDA.

Louis Pulipster Walter Buchanan Larry Schaffer
John Boyer Philby Roger D. Oliver
Tony Bayless Marie Bayless Walter H. Bayless
Howard Maltin John M. Baker Luke R. Baker
Tim Tilson Richard A. Jones Michael R. Jones
J. W. B. David R. 36 Hessel
C. White Robt. Jacks

1. The first thing I noticed when I stepped out of the plane was the cold air.

2. The second thing I noticed was the silence.

Three days out of the country, and I was still in the same place. It felt like I was in a bubble, cut off from the world. The only sound was the hum of the plane's engines.

We did not open the meeting with the slogan of ending a new Canada, which was in Baltimore. The Constitution was on the agenda, in the place of history. We had no one working forward to the debate. We passed through 2 hours of argument, often disrupted by the incessant ramblings of Robert Smith who the meeting came to be known as. Finally, though we had discussed a Diplomatic Digest of articles in smaller magazines and found a collection of the Native Arts Project, we came to the constitution.

I read a brief resume of the bills before the 1975 Council. Only very few (less than 10) had any idea of the bills, in general. Most bills were on procedure, application, committee, etc. etc. etc. The discussion was very lively and we agreed that only one person out of 35 liked the subject of Council business which the US had been

we discussed the debate and the bills before our session which was trying to discuss a new set (if not only) Council through their (alleged) right to review any bill for constitutionality. In short, all of that the ICA was doing was not helping the lobby and the meeting wanted no more of it. There was some discussion of constitution and with very favorable response. New Philosopher told of his experience with a five year

running body in the Michigan Organized Management. He said that each member of the running body should be a worker first, a legislator second. The meeting agreed. The meeting was that a national approach seemed difficult but no full representation. I then read an excerpt from a letter from Larry Brown, the North American European Secretary, in which he mentioned the fact that the ICA had been in existence for 10 years and had a chance to

be a new ICA. This gave the meeting a new sense. There was a lot of discussion of various proposals and we decided to form a new international group. After all no more are we the National Union, but we are still a group of people who are interested in the ICA. This was a new beginning and a new sense of the general feeling of the new document. He mentioned that the ICA was a new beginning and a new sense of the general feeling of the new document. He mentioned that the ICA was a new beginning and a new sense of the general feeling of the new document.

The point was raised that what was being suggested was not a new beginning, but a new sense of the general feeling of the new document. The point was raised that what was being suggested was not a new beginning, but a new sense of the general feeling of the new document. The point was raised that what was being suggested was not a new beginning, but a new sense of the general feeling of the new document.

The meeting elected Philosopher, Kachuma and I to write the document. We had Roger Oliver and Bob Lipner help with the first draft. The document was written rapidly and it was completed in a few days. But the purpose is to help the lobby and stop the debate that after you go for months with nothing being done.

We have already heard some complaints. Some Canadians, thinking that they speak for everyone in Canada, say they are not represented. By a direct vote, no. But more than one Canadian voice could be allowed if they would vote. I would gladly support Leader for Periodicals Editor or for Treasurer. I could also support Rensen or Carroll or White for office. If the members are in favor of their group, which some say they will do, they have come to before the elections and even called for. What point is there in that?

I realize that there is little time for debate. The debate is what is giving us a new 10% subscription rate. Debate is what is doing nothing for the lobby. Everyone would like to have a little more time but the lobby can not wait while we argue over every chance and every line. 35 People unanimously agreed that we had to do something and do it quickly. We have done that. The alternative is the possible collapse of the only International Organization that lobby has got. If the new constitution is in the ICA will likely fall apart. As at Baltimore has been a lot of people who are right. All you can do is

The end of the world.

Colophon: LD is published by Leonard Lakofka, 344 West Union Road, Chicago, IL 60657 312-929-7057. Calls between Midnight and 7:14 are never acceptable. LD is a magazine of Postal Diplomacy, often touching on Game Statistics, Humor, Hobby News and Wargaming--especially Fantasy Gaming. There is NO balance whatsoever among these topics--they appear as the interest strikes me! The last two issues have been almost all Fantasy but that can change, and probably will. There are openings in Movie Games--see page 9 (bottom). We will be opening a special invitational game in the next issue for past players in LD who have either won or at least missed one or no moves. This is a game for semi-experienced players only and the fee will be usual \$7.

Now, back to Dungeons

Expanding the Combat Table in DUNGEON & DRAGONS--This is not "new" material, it is just a condensation and elaboration on existing material so that we have it all in one place.

Monster "Level"	Fighter Level	Cleric Thief Level	Magic User Level	Monster Hit Dice	DEFENDER'S ARMOR CLASS													
					-3	-2	-1	0	1	2	3	4	5	6	7	8	9	
1	1-2	1-2	1-2-3	up to 1	NA	NA	20	19	18	17	16	15	14	13	12	11	10	
1 2	3	3-4	4-5	1-1+2	NA	20	19	18	17	16	15	14	13	12	11	10	9	
1 2	4	5-6	6-7	2-2+2	20	19	18	17	16	15	14	13	12	11	10	9	8	
4 2 3	5	7	8	3-3+2	19	18	17	16	15	14	13	12	11	10	9	8	7	
4 2 3 5	6	8	9-10	4-4+3	18	17	16	15	14	13	12	11	10	9	8	7	6	
4 3 5	7-8	9-10	11-12-13	5-6+3	17	16	15	14	13	12	11	10	9	8	7	6	5	
4 6 5	9	11-12	14-15	7-7+3	16	15	14	13	12	11	10	9	8	7	6	5	4	
4 6 G 5	10-11	13-14	16,7,8	8-8+3	15	14	13	12	11	10	9	8	7	6	5	4	3	
7 6 O 5	12	15-16	19-20	9-9+3	14	13	12	11	10	9	8	7	6	5	4	3	2	
7 6 D 5	13	17	21	10-10+3	13	12	11	10	9	8	7	6	5	4	3	2	1	
7 6 S 5	14	18	22-23	11-11+3	12	11	10	9	8	7	6	5	4	3	2	1	1	
7 6 A 5	15	19-20	24-25	12-12+4	11	10	9	8	7	6	5	4	3	2	1	1	1	
7 6 D	16-17	21-22	26,7,8	13-13+4	10	9	8	7	6	5	4	3	2	1	1	1	1	
7 6 E	18	23-24	29-30	14-14+4	9	8	7	6	5	4	3	2	1	1	1	1	0	
7 6 H	19	25	31-32	15-15+4	8	7	6	5	4	3	2	1	1	1	1	0	0	
7 I	20	26			7	6	5	4	3	2	1	1	1	1	0	0	0	
7 G	21	27-28			6	5	4	3	2	1	1	1	1	1	0	0	0	
7 O	22-23	29-30			5	4	3	2	1	1	1	1	1	0	0	0	0	
7 D	24	31-32			4	3	2	1	1	1	1	1	0	0	0	0	0	
7 S	25				3	2	1	1	1	1	0	0	0	0	0	0	0	
7 "	26				2	1	1	1	1	0	0	0	0	0	0	0	NR	
7 "	27				1	1	1	1	0	0	0	0	0	0	0	NR	NR	
7 "	28-29				1	1	1	0	0	0	0	0	0	0	0	NR	NR	
"	30				1	1	0	0	0	0	0	0	0	0	No	Resurrection		
"	31				1	0	0	0	0	0	0	0	0	0	No	Resurrection		
"	32				0	0	0	0	0	0	0	0	0	No	Resurrection	Possible		

In short it gets fairly pointless to go beyond the limit of the 6th level in monsters as almost every thing is a hit at that point. Only with -9 Armor, etc. could you stand up and that is ridiculous!

Next Issue: Capture & Bondage in the Dungeons!

Come to the Lexicon Hall during GenCon IX. I will be running a delightful dungeon for from 12-20 on both Saturday and Sunday.

Be Careful, or you will be eaten by something that will disagree with you!

(C) on the above Table--E. Gary Gygax, & Leonard Lakofka, all rights reserved, 1976

*Longer doors can have different strength characteristics.
 *They can open/close in different ways (e.g., sliding doors).
 *They might be counter balanced or not (often double doors are used in traps and thus are not counter balanced).
 *They may have locks in the door or elsewhere around the door jamb--the lock may only be accessible from one side of the door.
 *They may be locked by magic.
 *They may have internal, and therefore, unmovable hinges.
 *They can be made of different materials adding to their physical strength.
 *They might have a knob or only one side of the door, etc.
 *They may be hidden/secret.

Yet, for all of these things, they can all be opened, somehow.

As we know characters have a physical strength characteristic. If we say that doors also have a physical (counter) strength then we can compare strength of person(s) versus door strength.

If one may be kicking, hashing or ramming at a door we have a easy formula. (you might find that wounded characters may not be able to batter doors at their full strength--you can use Blackgates have exercise "Battling a Strong" later in these pages.)

A Figure can KICK a door at his strength minus (1-4)
 can BATTER a door at his strength minus (1-4)
 can run at a door (don't hit) at his strength plus (1-4)
 when running at a door that is a source of damage if the door does not open.
 5% for 2 points damage, 25% for 1 point of damage.

Take the resultant figure adjusted for the four sided die possibility/evens for each attempt.

If the result is 3 points below the door strength NOTHING happens

is 2 points below a slight cracking will occur. Every 4 such hits remove 1 point of Strength from the door.

is 1 point below the door might crack so that the door would lose 1 point of Strength for every 2 such hits.

is equal to the door Strength door loses 1 point at once and opens 50% of the time.

is 1 point higher than door strength. Door loses 1 point and opens 85%.

is 2 points higher -2 from door strength and opens 95% of the time.

is 3 points or 4 points higher -2 from door strength and opens.

is 5 or 6 points higher -3 from door strength and 50% of door destruction.

is 7 or more points higher -door destroyed

Door can also be lifted in some cases (particualars, e.g.) Apply Fighter Strength minus 2(1-4) as he can not use his weight against the door.

Sliding and falling doors when kicked, batted etc. should be automatically stronger because of the jamb on 3 if not all 4 sides.

An average 3 to 4 foot door can be hit by two figures (dwarfs and hobbits 3 figures).

Yet the person hitting near a hinge is at a mechanical disadvantage and often coordination of the hit (kick) is not perfect. Thus you sum the strengths and subtract 1 six sided die for each figure. Thus use the table above.

Doors locked by magic.

Hold Portal should add 2-12 plus the level of the Magic User to the Door.

Wizard Lock should add 3-24 plus the level of the Magic User to the Door.

Knock should have a potential to open any door at at least 5%.

Use this formula: $\text{Knock} = 20 + (1-24)$. If the result is still less than door strength
 A 50% -2 10% -3 5% -4 chance to open.

Knock versus Wizard lock will shatter the door 50% of the time.

Knock versus Hold Portal will shatter the door 75% of the time with from 1-3 points of damage to the figure holding the door if it is shattered.

On larger doors more persons can kick/bash/run at the door. Subtract 1 six sided die per person unless the door is very large then subtract only 1 4 sided die per person.

There should be a limit to how long a figure may kick/bash/run at a door without tiring. This is a function of constitution.

Always allow 3 kicks or 2 bashes/runs without penalty.

Then;

Constitution	Subtraction of _____ per kick/bash/run	Limit before rest
3-5	-1 4th kick, 3rd bash or run	6 Kicks, 5 bashes 4 runs
6-8	-1 5th kick, 4th bash 3rd run	7K, 6B, 5R
9-12	-1 6th kick, 5th bash 4th run	8K, 7B, 6R
13-15	-1 7th kick, 6th bash, 5th run	10K, 8B, 7R
16-17	-1 9th Kick, 8th bash, 7th run	12K, 11B, 10R
18	none	16K, 14B, 13R

If a figures is damaged by a run at a door for bid further runs at that door. Figure must rest for 3+(1-4) turns when the Kick/Bash/Run limit is reached.

Figures may use rams vs. doors but these must be large available objects. Figures (must be 2 or more to use a ram) run from 6-10 feet with the ram. Sum combined strengths and subtract one 6 sided die for 1st and each subsequent figure.

Other figures may physically brace doors with their bodies at 3/4 st strength.

If a door gives when being braced 1-6 points of damage to each figure who was bracing the door.

Doors of wood may be hit by axes and battle axes. (other weapons would be very slow and awkward) Axes subtract 1 point/hit from the door strength 75% of the time

	2 points/hit	25%
Battle Axes	1 point/hit	25%
	2 points/hit	50%
	3 points/hit	25%

Doors held by magic will reject ax attack by either;

breaking ax 20%

Cause ax to fly from wielder's hands 35%

Cause 1-4 points of damage to wielder 20%

Subtract one from door 25% (inform player he hit a magic closed door)

Flying axes can damage person fool enough to be near the door at full ax damage plus 2.

Hinges can be removed from a door in 3+(1-6) turns

Strong figures (15+) 2+(1-4) turns.

In drawing your maps specify the door type and its characteristics.

A basic door strength of 12 is good for most cases. Treasure rooms, traps, etc. will have much higher strengths. Unless locked by magic doors should not be above 20+(level in dungeon).

Doors that might take a long time to open might also attract wandering monsters!

10/1/77 10:00 AM

Damage to a Figure

The BLADEDOOR system (I wonder if you mention ever sent a copy to the producers of KUNG FU) for damage is rather complex for rapid play. With a large # of figures it can bog down in auto record keeping that it is easy to maintain.

Damage should effect: morale, physical strength, dexterity, constitution and hand-to-hand fighting level.

At each plateau of damage there are these reductions;

Damage Plateau	MORALE	STRENGTH	DEXTERITY	CONSTITUTION	LEVEL (HAND TO HAND)
25%	-1	-1	-2	-1	same
50%	-2	-2	-4	-3	-1
75%	-4	-4	-6	-5	-2
90%	-7	-7	-9	-8	-3

Note: These are not cumulative subtractions. Thus at 90% damage a figure has lost a total of 7 morale points, not 14!

If any category goes to zero the figure is unconscious.

Any Bonuses due to excess STRENGTH, DEXTERITY or CONSTITUTION are subtracted/reduced and penalties (of. MEN & MAGIC and GREYHAWK) might be subtracted also.

At 90% damage, unless some type of healing spell is applied, there is always a chance of death. The chance for death is a function of corrected Constitution.

Corrected constitution	Chance of Death
0	50%
1	40%
2	35%
3-4	30%
5-6	25%
7-8	20%
9	15%
10	10%

Check for death every 25 turns. If Death does not occur boost constitution by one point for a maximum boost of 3 points total. If a figure takes any damage over 90% check for death at once but apply a 1 point constitution bonus if the figure makes the check against death.

Prime Morale is a function of 1) Prime Characteristic(s), 2) Race and 3) Level

Prime Characteristic	Morale	Race	Morale	Level	Morale
3-5	-2	Human	0	1	0
6-9	-1	Hobbit/Dwarf	+1	2-3	+1
10-12	0	Elf	+2	4-5	+2
13-14	+1	Intelligent Monster	+3	6-7	+3
15	+2		+4	8-9	+4
16	+3	Unintelligent Monster	+5	10-11	+5
17	+4		+6	12-13	+6
18	+5	Undead/Charmed Morale	+7	14-15	+7
		does not apply	+8	16+	+8

Sum the Prime Morale #'s for each figure and record the sum.

There are changes in morale for circumstances.

1. Damage---see table above
2. In a party with ANY Higher Level Figure +2
3. Death of the Party's Leader (lasts 6 turns) -3
4. Death of ANY Higher Level in Party -1 (lasts 3 turns)
Maximum subtraction for death is -5 regardless of how many figures are killed.
5. Killing a monster with more or equal hit dice (must be in on the kill) +2(3turns)

1974/5 the Winter of 1909--game ends 31/07/09 37/08 08/09 08/09 08/09

Austria	Lagerson/d F09CD/	5	6	7	9	9	7	5	5	1
England	B.Kelly DFO2/Hoffman/DFO5/W.Ameling	4	4	5	4	2	1	-	-	-
France	B. Wolf	3	3	-	-	-	-	-	-	-
Germany	Steve Mc London	5	7	9	9	10	11	13	14	16 Concession
Italy	R. Keeping/ DFO4/Joe Dorczack	5	5	7	9	10	11	11	10	11
Russia	R. Pieloch	5	4	2	-	-	-	-	-	-
Turkey	Richard Weeks	4	4	4	3	3	4	5	5	6

I have statements from Mr. Dorczack and Mr. Weeks that are remarkable in agreement as to why Germany won. Basically it was due to the fact that Italy and Turkey could never get their acts TOGETHER. Too bad guys--congrats Steve!

1974 HW the Fall of 1908

Austria, Verheiden/2/owns; y/p, y/d 0=1-1 cut
a vic(s)/Tur atri-tyc/nso/D+A/, A GAL(x)Ger A SIL-gal/nso(?)

England, Vagts/11/owns; bel, nwy, edi, lvp, lon, hol, swe, sty, mos, den, kiel, WAP. BER 12=1-42
A MOS(S)A WAR, A PRU(S)A WAR, A WAR(x)GER A SIL-gal/nso/, A STP(S)ANOS, A BER(S)
a ruhr-KIEL, F WBS(S)TIE F TYR, F BAL(S) A BER, F MAO(S)FLAS, a ruhr-KIEL, iden-ETH, a bel-RUHR

France, Horton/6/owns; war, bre, port, spa, ten, par 6=5-1
F TYR(x)ita a ROM-ven/nso/, F TUR(S) F TYR, F LUCH(x)A PAR-pied, a pied-tyc/d+6/,
A BURG(S) GER A MIN.

Germany, ~~12/12/2~~ 2-1short/owns; war, ~~12/12/12~~ 12=1-1
A SIL U, A MIN U

Italy, Birsan/3/owns; ven, ~~12/12~~ 2=2-1
F TUR(x)Se ven-PIED, a ROM H

Turkey, Pitsch/9/owns; ser, gre, rum, con, bul, ank, any, eri, cov, NAT, VIE, BUD 12=3+3
F ANG(S)F ION, F ION(x)S F MAP-tyrr, A BER(S)a bel-VIE, A TYO(S)ita a von-PIED,
A UKR(x)ger A SIL-war/nso/, a rum-BUD, A SEN-mos

I have a call for a 4 way draw (I, F, E, T), 2 way draw (F, E, T) and 2 way (E, T)
Any vote must be unanimous. I do not favor the 2 way draw.
Deadline for the Winner of 1908 is by 4PM on Tuesday September 7, 1976

1975 S the Winter of 1907

Austria, Allen A sil retreated to min
A BUD/1short/12/a rum, a sev, a ber, a gal, a kiel, a ruhr, a vic, a ara, a say,
f con, a min

England, Tresco
EVEN/4/f den, f nth, a lvp, f lon

France, Mathias
EVEN/1/ A hol

Italy, Foster KNR, SOU
F ROM/10/a bel, f amo, f nno, f tyrr, f wos, f anl, a bre, a pic, f spaso

Russia, Weeks
-3/6/a pru, a sil, a war, a mos, f nwy, a sty, f ~~12/12~~, f ~~12/12~~, f ~~12/12~~
the deadline for the spring of 1908 is by 4PM on Tuesday September 7, 1976

1975 H the Winter of 1903

Austria, Kaxon A VIE, A BUD/5/a bel, a wa, a gal
England, Hughes A LVP f lon f nth f nwy a den/5/
France, Wilson EVEN/5/a ger, f par, a bre, f con, a bel
Germany, Evans A RUH/12/12

Notes on the letter to the Hobby--A few persons have said that they could not read every signature. The signatures are, Lewis Pulsipher, Walter Buchanan, Len Lakofka, John Boyer, Robert Brian Lipton, Roger Oliver, Doug & Marie Beyerlein (The first 7 all had a hand in drafting the letter or the constitution itself) Walter Blank, Howard Mahler, John Baker, Richard Kovalchik, Tim Tilson, Richard Swies, Michael Reisman, Ed Birman, Donald Pitsch, Brad Hessel, Cal White and Robert Sacks. We have also received support for the letter from Matt Dillon, Fred Davis and Rod Walker.

Morale, continued from page 6

Sum Prime Morale and any changes due to circumstances.

Morale is checked at these times;

1. Any time there is a subtraction of 3 or more points (at any time)
2. Any time the PARTY is being attacked/attacking a equal or stronger figure
3. Whenever the Rules call for a morale check

Cast two 6 sided dice and add to the Prime morale plus Circumstances changes. Always check the leader first, then the stronger (higher level) figures in the party. If the leader fails his bonus for being with lower level figures is lost.

Result	Retreat	Drop excess Encumbrance**	Offer if no retreat***	Turns that pass before rally (morale turns)
7 or higher	none	no	none	none
6	50 feet*	no	25% Treasure	none
5	50 feet	50%	25% Treasure	out 1 full melee round
4	100 feet	100%	50% Treasure	1 (1-4) melee rounds
3	100 feet	100%	50% Treasure	2 (1-6) melee rounds check morale again @ -1
2	Flee	100%	50%--50% 75%--25% 100%--20% surrender--5%	4 (1-6) melee rounds check morale again @ -2
1	Flee	100%	50%--40% 75%--30% 100%--20% surrender--10%	6 (1-6) melee rounds check morale again @ -3
0	Rout	100%	100%--80% surrender--20%	12 (1-12) melee rounds check morale again @ -4

-1 Surrender

Any time a rally fails consider and apply the more severe of the two morale checks.

* Feet--these are scale feet in whatever scale your dungeon/wilderness uses.

If a figure can complete 60% or more of the retreat without running into a stone wall (etc.) consider the retreat valid.

** Excess encumbrance is all extra--may keep back pack and weapons of course.

*** Offer is the amount of treasure the figure will give up to escape. Note that weapons and magic items are not treasure unless the figure attacking can wield that item. If the figure does not accept the offer (cast dice) the battle continues but the figure loses 2 more on his morale and must check every melee round.

Surrendered figures, if neutral can not be executed. Chaotic figures may execute Lawful AND vice versa.

That meeting in Baltimore--more.

I have just received a copy of a questionnaire being circulated by Robert Garrell concerning the continued union of the Canadian and US postal Diplomacy players under one banner. Let me say that it might well be pointless for the Canadians to form their own organization since IDA-NA, if it is ratified, will still be open to them. Thus persons can belong to both and even hold office in both and that seems like a waste. Next we'll have IDA New York City, then IDA Kansas, then IDA Louisville, where will it stop? IDA Robert Sacks?? WE HAVE BEEN HASTY WITH THE CONSTITUTION! LET'S NOT SO FAST TO FORM TO DUPLICATE GROUPS WHEN THAT IS NOT NECESSARY!

August 25, 1976

[illegible]

DEADLINE CHANGE!

Note: All moves are now due on Tuesday September 14, 1976!
1976 DN Tuesday September 21, 1976

MORE....ON THE MEETING IN BALTIMORE

I have received objections to the the constitution, and the means of delivery, from the Canadians, Leeder, Correll, Drews and Ronson with a "perhaps we did wrong" from White, and the Council members (other than Leeder and Correll) Rosenberg, Klein. Diller, Tihor and I favor the action though Diller had some reservations as to method. Luchans finds it unconstitutional and I have not heard from Walkerdine and Moran. Baker, Neiger, and Kadlecsek have yet to vote but I know Baker favors and Kadlecsek opposes. Thus we have the 1976 Council AGAINST the new constitution--but really they are against the method used to adopt it. The major in-common objections are three;

1. The Council (of 5) is too powerful and can "grab" power without a Judicial check.
2. The Canadians are not represented (specifically) and the UK and CE members are thrown out
3. It is being rammed down our throats with no chance for debate--even though some have said that they might later vote yes on the document, it's just that they do not like the speed with which this is being done.

Let's take those three points.

Leader et. al. have implied that "some council members" read Lenard Lakofka have tried this as a power grab. That is wrong. I said I did not want the IDA presidency as it was designed right from the beginning. I did not propose the 5 man council at the general meeting, Pulsipher did. The purpose of the 5 man council was to have a working Council that could move RAPIDLY on any topic. Granted that if the membership elects 5 power hungry persons then the IDA-NA, or the IDA itself as now designed will go down the drain. The electorate has the responsibility to elect carefully. It was the opinion of the Baltimore Meeting that 5 persons could govern rapidly but larger numbers could not. There was some argument over the number 7 but 9 was felt to be too many. This brings me to the next point.

We have been having trouble with our INTERNATIONALISM. The UK and CE do not send any money to the International Treasury, therefore it is not an international treasury, it is a North American Treasury and we have had three separate IDAs all along!! The fact that we have made it official is a minor step. The preamble of the new document calls for an International Federation. Such a Federation was favored unanimously by the Baltimore Meeting. One of the major reasons for the cut off of UK and CE was the attitude of Larry Moran in which he said he would DEBATE everything, regardless of merit or concern to CE. Yet I do not think the Baltimore meeting over-reacted. We moved in a logical direction and have pledged our truth to a Federation. Finally we come to the Canadian representation. Now I have never felt any difference between a Canadian and an "American" but I'm a liberal who has worked many an hour for minority rights, so I have always felt that all people are equal. Perhaps others discriminate but I have not seen it in this case. Yet I have pointed out to White/Correll/ Leeder that if no Canadian runs then Canadian representation is a moot point! I said in that same letter that if a Canadian is NOT elected I will urge that the new council seek to increase its membership to 7 as long as the two new members have specific duties.

NOW WE COME TO THE MAJOR OBJECTION--SPEED! Is the new Constitution ratification method Constitutional (according to the old document)? Of course it is not! No one ever said it was constitutional. Yet if we did not act at once we would have had a new election in progress--remember the other election?? Then what do we do? Do we try to untangle two elections or do we just elect 13 under the old document and hold reform for 1 entire year?! THAT IS THE SINGLE REASON FOR THE RAMROD!

August 25, 1976

Now we can haggle over this document for weeks to come. We can have a trial in the JudCon to remove me from office for Malfeasance but will it accomplish anything? It will not! It might cause the hobby to break apart. What the objectors fail to note is the group who did agree on the document! Can you believe that Fulscher, Lipton, Buchanan, Boyer, Kovalcik, Birsan and I, plus the other signatories, could agree on a course of actions!!!??? What is happening now is the objections of persons who were not at Baltimore. Were they there they would likely have signed the letter also! Leader and Correll may argue that they would not vote for anything not giving Canada one guaranteed vote but I even doubt that. After all it was no secret that the constitution would be on the agenda, I published a prior proposal in the preceding Council Courier I can't believe that Correll/Leader did not think that we would talk about it.

In conclusion let me say that some have said I have done this to steal the treasury! Anyone who wants to see the books is welcome to look them over! In the last analysis it is all academic as the constitution, when I last spoke to Boyerstein, was passing by a wide margin. Therefore by September we will have a new constitution, for better or for worse. I suggest WE ALL WORK TO IMPLEMENT IT OR THE HOBBY WILL SUFFER--
REMEMBER THE HOBBY?

Next issue: CAPTURE AND BONDAGE in DED
a report on GenCon IX

**FROM:**

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PLAYERS--see page 11
new game page 9

NOTE NEW DEADLINE: 9:00 PM

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